AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A method of obtaining and presenting multimedia content, comprising the following steps:

storing multiple media streams at a network server corresponding to the multimedia content, the multiple media streams including streams corresponding to at least first and second media types, the media streams of the first type having different timelines, and the media streams of the second type having different timelines, being of varying quality, and requiring varying bandwidth, wherein media types of the first and second types can be rendered in combination to produce multimedia content;

~~selecting~~ receiving a selection of~~the~~ multimedia content that is available from the network server to be rendered at a network client;

~~accepting~~ receiving from the network client a selection of a speed designation received at the network client from a human user ~~independently of the selecting step~~, wherein the speed designation is a speed factor relative to a default playback speed of the selected multimedia content;

determining available bandwidth from the network server to the network client;

composing a composite media stream that represents the selected multimedia content, by

selecting one of the media streams of the first type ~~with~~ and modifying in a linear manner a timeline of the selected one of the media streams of the first type based on the selected ~~that accords with the~~ speed designation, wherein ~~said~~ the selected one of the media streams of the first type consumes part of the available bandwidth; and

selecting one of the media streams of the second type and modifying in a non-linear manner a timeline of the selected on the media streams of the second type based on the selected speed designation, wherein the selected one of the media streams of the second type ~~that~~ requires no more bandwidth than the difference between the

available bandwidth and the bandwidth consumed by the selected one of the media streams of the first type; and

streaming the composite media stream from the network server to the network client, the composite media stream representing the selected multimedia content;

so that the network client can render the composite media stream based on the speed designation and with the media stream of the first type synchronized with the media stream of the second type.

~~rendering the composite media stream as it is streamed to produce the multimedia content at the network client; and~~

~~varying the speed of the multimedia content depending on the speed designation from the human user.~~

2. (Currently Amended) ~~A method as recited in~~The method of claim 1, wherein: modifying the timeline of the selected one of the media streams of the first type and modifying the timeline of the selected one of the media streams of the second type includes modifying the timelines at the network server before streaming the composite media stream

~~the composite media stream has a timeline;~~

~~the step of varying the speed of the multimedia content is performed by altering the timeline of the composite media stream at the network server before streaming the composite media stream~~.

3. (Canceled)

4. (Currently Amended) A computer-readable storage medium containing a program for streaming multimedia content from a network server to a network client, the program having instructions that are executable by ~~a~~ the network server to perform a method for presenting multimedia content, ~~steps~~ the method comprising:

receiving from the network client a speed designation ~~for~~ associated with a playback speed of ~~the~~ multimedia content ~~at a network client~~ at the network client, wherein the speed designation identifies a speed factor relative to a default playback speed of the multimedia content;

composing a composite media stream ~~that represents~~ representing the multimedia content, wherein the composite media stream includes a media stream of a first type and a media stream of a second type different than the first type, ~~having a~~ and includes a timeline that is modified by:

modifying in a linear manner a timeline of the media stream of the first type based on the received speed designation; and

modifying in a non-linear manner a timeline of the media stream of the second type based on the received speed designation, so that the time line of the media stream of the second type is synchronized with the timeline of the media stream of the second type ~~in accordance with the speed designation~~; and

streaming the ~~timeline-modified~~ composite media stream from the network server to the network client.

5. (Canceled)

6. (Previously Presented) A computer-readable storage medium as recited in claim 4, further comprising:

determining available bandwidth from the network server to the network client;

storing multiple media streams at the network server corresponding to the multimedia content, the multiple media streams including streams corresponding to at least first and second media types, wherein media types of the first and second types can be rendered in combination to produce the multimedia content;

the media streams of the first type having different timelines;

the media streams of the second type being of varying quality and requiring varying bandwidth;

wherein the composing step comprises:

selecting one of the media streams of the first type that accords with the speed designation, wherein said selected one of the media streams of the first type consumes part of the available bandwidth;

selecting one of the media streams of the second type that requires no more bandwidth than the difference between the available bandwidth and the bandwidth consumed by the selected one of the media streams of the first type.

7. (Previously Presented) A computer-readable storage medium as recited in claim 4, further comprising:

determining available bandwidth from the network server to the network client;

storing a plurality of audio streams representing the multimedia content, the audio streams having different timelines;

storing a plurality of video streams representing the multimedia content, the video streams being of varying quality and requiring varying bandwidth;

wherein one of the audio streams and one of the video streams can be rendered in combination to produce the multimedia content;

wherein the composing step comprises:

selecting one of the audio streams having a timeline that accords with the speed designation, wherein said selected audio stream consumes part of the available bandwidth;

selecting one of the video streams that requires no more bandwidth than the difference between the available bandwidth and the bandwidth consumed by the selected audio stream.

8. (Original) A computer-readable storage medium as recited in claim 4, further comprising:

determining available bandwidth from the network server to the network client;

storing an audio stream representing the multimedia content;

storing a plurality of video streams representing the multimedia content, the video streams being of varying quality and requiring varying bandwidth;

wherein the audio streams and one of the video streams can be rendered in combination to produce the multimedia content;

wherein the composing step comprises selecting one of the video streams that requires no more bandwidth than the difference between the available bandwidth and the bandwidth consumed by the audio stream when streamed at a rate that is proportional to the speed designation.

9. (Original) A computer-readable storage medium as recited in claim 4, further comprising:

determining available bandwidth from the network server to the network client;

storing an audio stream representing the multimedia content;

storing a plurality of video streams representing the multimedia content, the video streams having different timelines and requiring varying bandwidth;

wherein the audio streams and one of the video streams can be rendered in combination to produce the multimedia content;

wherein the composing step comprises selecting one of the video streams that requires no more bandwidth than the difference between the available bandwidth and the bandwidth consumed by the audio stream when streamed at a rate that is proportional to the speed designation.

10. (Currently Amended) A method of obtaining and presenting multimedia content, the method comprising:

selecting multimedia content that is available from a network server, the multimedia content having first and second types of media content;

~~accepting~~ receiving a selection of a speed designation for playback of the multimedia content at a network client;

determining available bandwidth from the network server to the network client;

streaming a first individual media stream from the network server to the network client ~~at a rate that is proportional to the speed designation~~ using a timeline modified in a linear manner based, at least in part, on the selected speed designation, the first individual media stream representing the first type of media content and consuming part of the available bandwidth;

selecting a second individual media stream that represents the second type of media content, the second individual media stream being selected to have a quality that requires no more bandwidth than the difference between the available bandwidth and the bandwidth consumed by the first individual media stream;

streaming the second individual media stream from the network server to the network client using a timeline modified in a non-linear manner based, at least in part, on the selected speed designation and synchronized to the timeline used by the first individual media stream; and

~~modifying the timeline of the first individual media stream at the network client in accordance with the speed designation;~~

rendering the first and second individual media streams at the network client.

11. (Original) A method as recited in claim 10, wherein the first individual media stream is an audio stream and the second individual media stream is a video stream.

12. (Canceled)

13. (Previously Presented) A method as recited in claim 1, wherein the streaming comprises streaming the composite media stream from the network server at a rate that depends on the speed designation.

14. (Previously Presented) A method as recited in claim 1, wherein the streaming comprises streaming the composite media stream from the network server at a rate that is proportional to the speed designation.

15. (Canceled)

16. (Canceled)

17. (Previously Presented) A method as recited in claim 1, further comprising:

presenting multiple play buttons in a graphical user interface at the network client, the multiple play buttons being associated with different playback speeds of the multimedia content;

enabling the human user to select one of the play buttons;

using, as the speed designation, a playback speed associated with the selected play button.

18. (Previously Presented) A method as recited in claim 1, further comprising:

presenting a play button in a graphical user interface at the network client;

presenting, in the graphical user interface, a scale mechanism with a range of playback speeds and a movable slider that is movable over the range of playback speeds;

enabling the human user to move the slider to a playback speed within the range;

using, as the speed designation, a playback speed referenced by the slider.

19. (Previously Presented) A method as recited in claim 1, further comprising:

presenting a play button in a graphical user interface at the network client;

presenting, in the graphical user interface, a menu associated with the play button, the menu listing multiple playback speeds from which the human user can select;

enabling the human user to select a playback speed from the menu; and

using, as the speed designation, a playback speed selected from the menu.

20. (Previously Presented) A computer-readable storage medium as recited in claim 4, wherein the streaming comprises streaming the timeline-modified composite media stream from the network server to the network client at a rate that depends on the received speed designation.

21. (Previously Presented) A computer-readable storage medium as recited in claim 4, wherein the streaming comprises streaming the timeline-modified composite media stream from the network server to the network client at a rate that is proportional to the received speed designation.

22. (Previously Presented) A method as recited in claim 10, wherein streaming the second individual media stream from the network server to the network client comprises streaming the second individual media stream from the network server to the network client at a rate that is proportional to the speed designation.

23. (Previously Presented) A method as recited in claim 10, wherein the accepting comprises accepting the speed designation input by a user of the network client by way of a graphical user interface at the network client.

24. (Previously Presented) A method as recited in claim 23, wherein the graphical user interface has multiple play buttons associated with different speed designations.

25. (Previously Presented) A method as recited in claim 23, wherein the graphical user interface has a scale mechanism with a movable slider that is movable over a range of speed designations to enable the user to position the slider and select a speed designation.

26. (Previously Presented) A method as recited in claim 23, wherein the graphical user interface has a play button and a menu associated with the play button, the menu listing multiple speed designations from which the user can select.